

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. - 13. (Canceled)

14. (Previously Presented) A computer-implemented method of debugging an object-oriented computer program, the method comprising:

(a) tracking a number of object creations of a class defined in the object-oriented computer program during debugging, wherein the tracked number of object creations includes object creations resulting from multiple creators for the class; and

(b) halting execution of the object-oriented computer program in response to the number of object creations meeting a condition.

15. (Original) The method of claim 14, wherein the condition is the number of object creations meeting or exceeding a threshold.

16. (Original) The method of claim 14, wherein tracking the number of object creations includes incrementing a counter in response to hitting any of a plurality of breakpoints set on a plurality of creators for the class.

17. (Original) The method of claim 14, further comprising, in response to user input, identifying the plurality of creators for the class and setting the plurality of breakpoints on the identified creators.

18. (Original) The method of claim 17, wherein identifying the plurality of creators includes identifying every creator for the class.

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19. (Original) The method of claim 17, further comprising, after identifying the plurality of creators, displaying a list of the identified creators and receiving user input to select a subset of identified creators, wherein the plurality of breakpoints are set on only the subset of the identified creators.

20. (Original) The method of claim 17, wherein the plurality of breakpoints are collectively set on all of the identified creators in response to the user input.

21. (Original) The method of claim 17, wherein identifying the plurality of creators and setting the plurality of breakpoints are performed in response to user input to set a creation breakpoint, and wherein the plurality of breakpoints are associated with the creation breakpoint.

22. (Original) The method of claim 18, wherein each creator comprises a constructor method defined in the class.

23. - 33. (Canceled)

34. (Previously Presented) An apparatus, comprising:

(a) a memory within which resides at least a portion of an object- oriented computer program; and

(b) program code configured to debug the object-oriented computer program by tracking a number of object creations of a class defined in the object-oriented computer program during debugging, and halting execution of the object-oriented computer program in response to the number of object creations meeting a condition, wherein the tracked number of object creations includes object creations resulting from multiple creators for the class.

35. (Original) The apparatus of claim 34, wherein the condition is the number of object creations meeting or exceeding a threshold.

36. (Original) The apparatus of claim 34, wherein the program code is configured to track the number of object creations by incrementing a counter in response to hitting any of a plurality of breakpoints set on a plurality of creators for the class, and wherein the program code is further configured to, in response to user input, identify the plurality of creators for the class and set the plurality of breakpoints on the identified creators.

37. (Original) The apparatus of claim 36, wherein the program code is configured to identify the plurality of creators and set the plurality of breakpoints in response to user input to set a creation breakpoint, and wherein the plurality of breakpoints are associated with the creation breakpoint.

38. - 39. (Canceled)

40. (Previously Presented) A program product, comprising:

(a) program code configured to debug an object-oriented computer program by tracking a number of object creations of a class defined in the object-oriented computer program during debugging, and halting execution of the object-oriented computer program in response to the number of object creations meeting a condition, wherein the tracked number of object creations includes object creations resulting from multiple creators for the class; and

(b) a signal bearing medium bearing the program code.